

FIG. 1

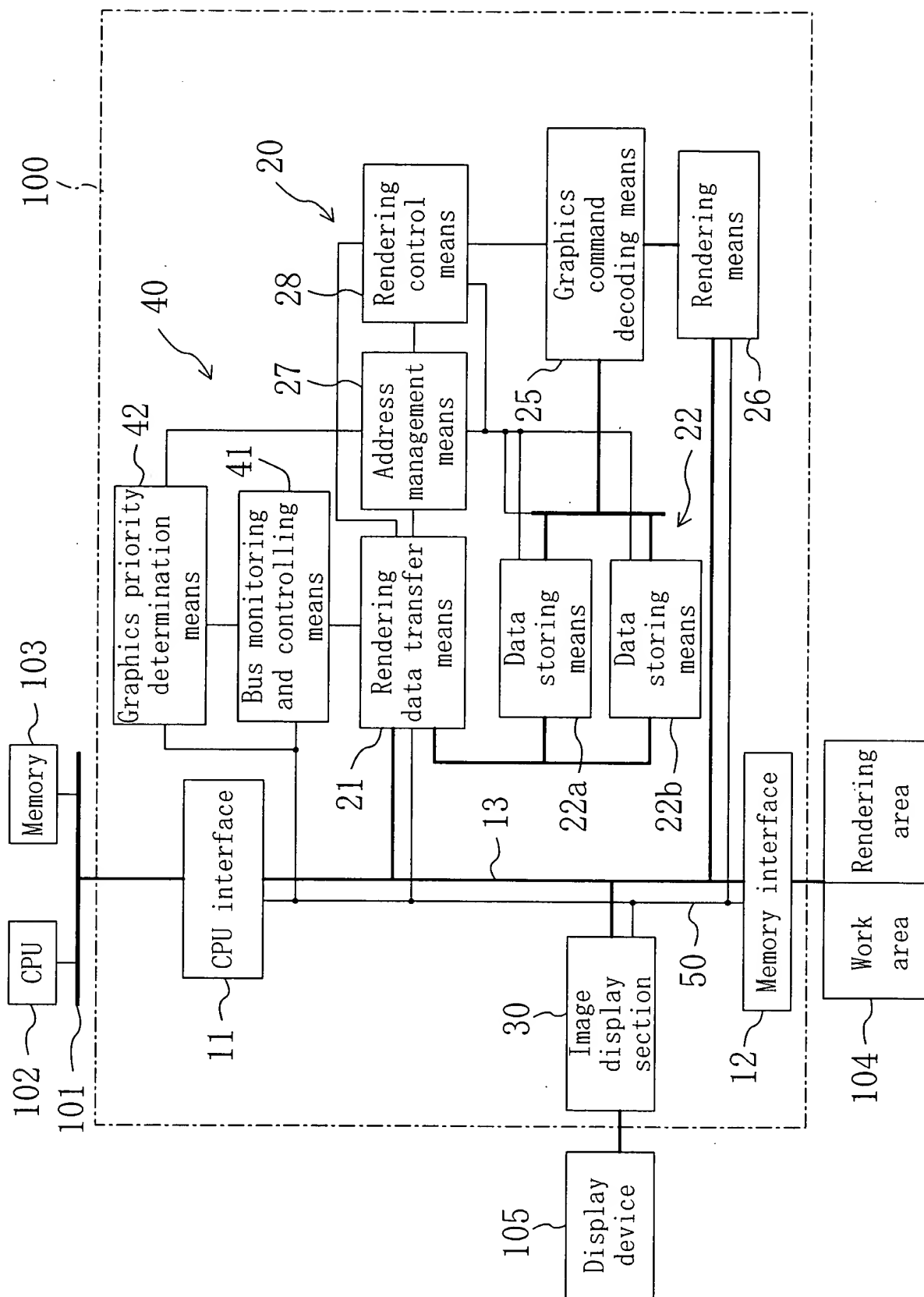
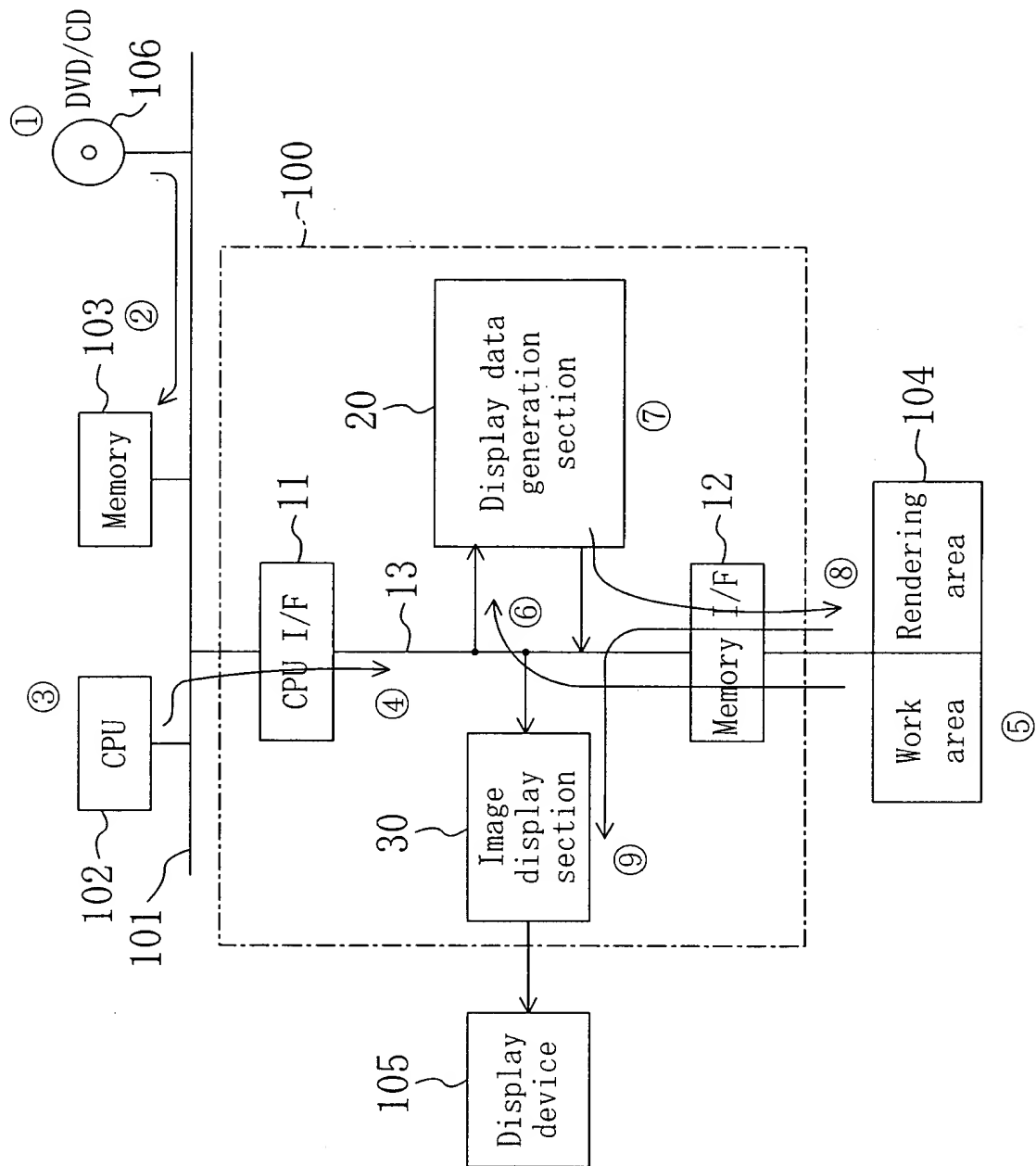


FIG. 2



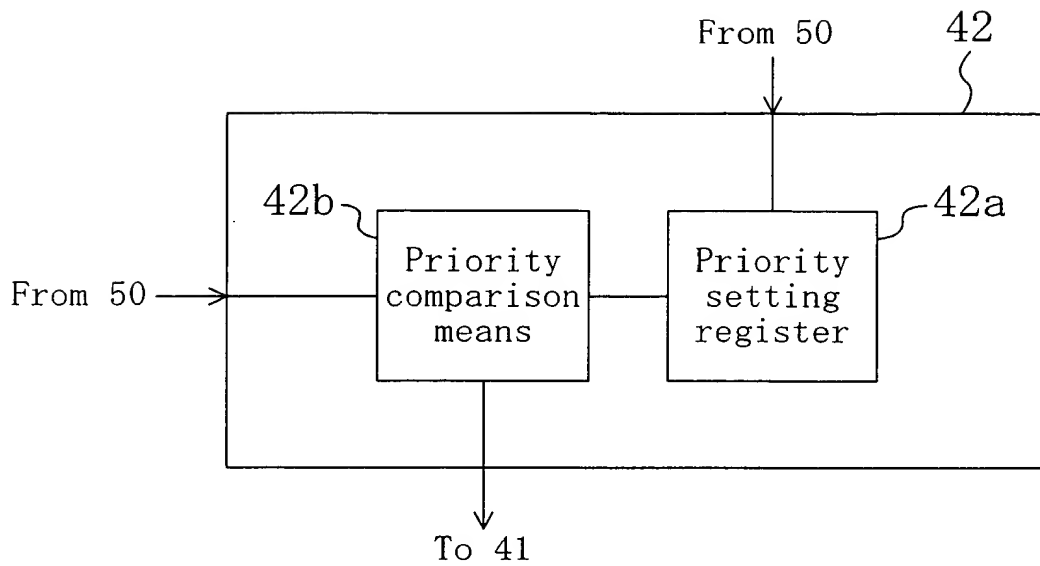


FIG. 4

Priority	Types of data transfer operations
1	Display data supply
2	Graphics command supply
3	Texture data supply
4	Host data supply
5	Rendering data writein

FIG. 5

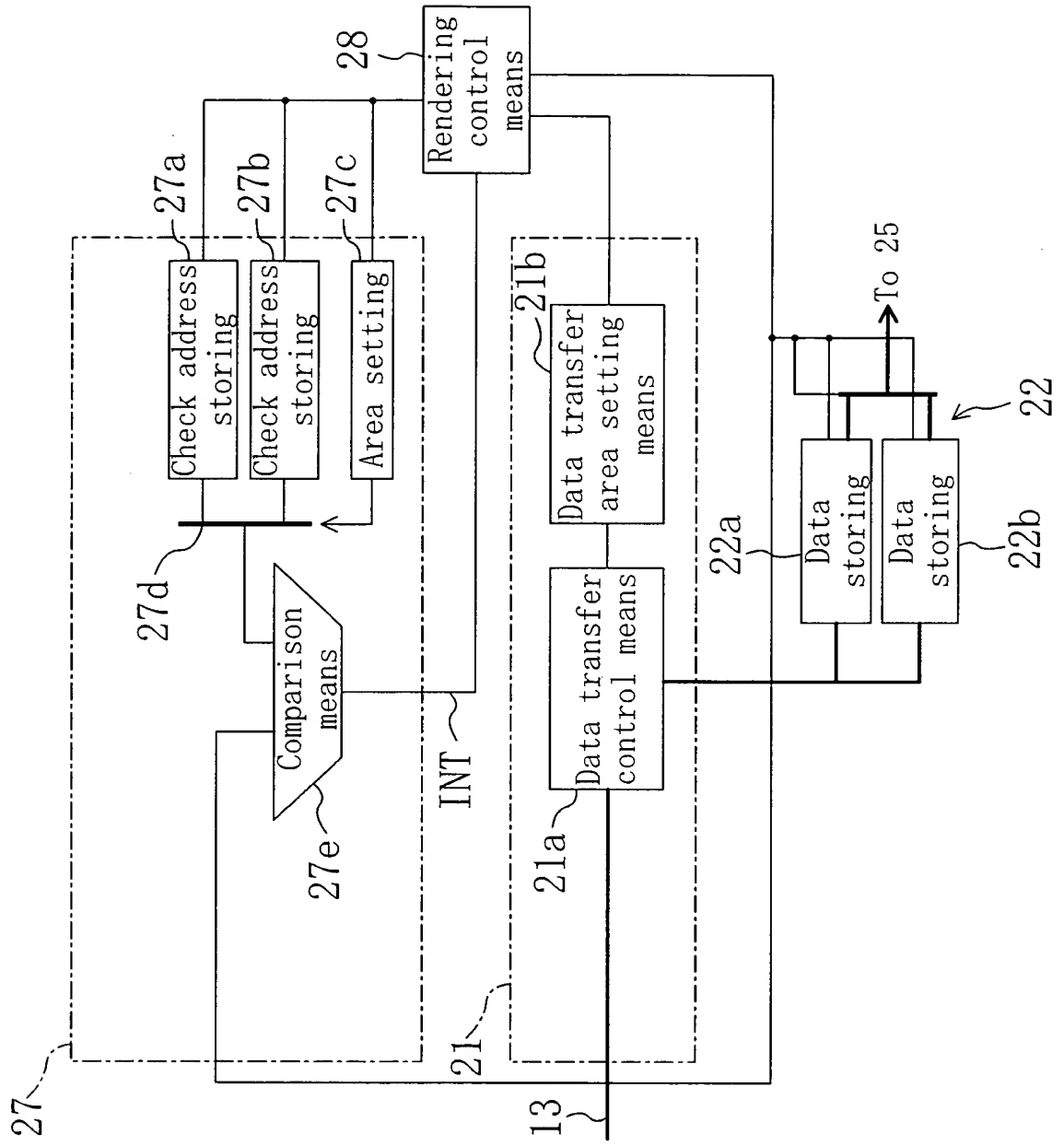


FIG. 6

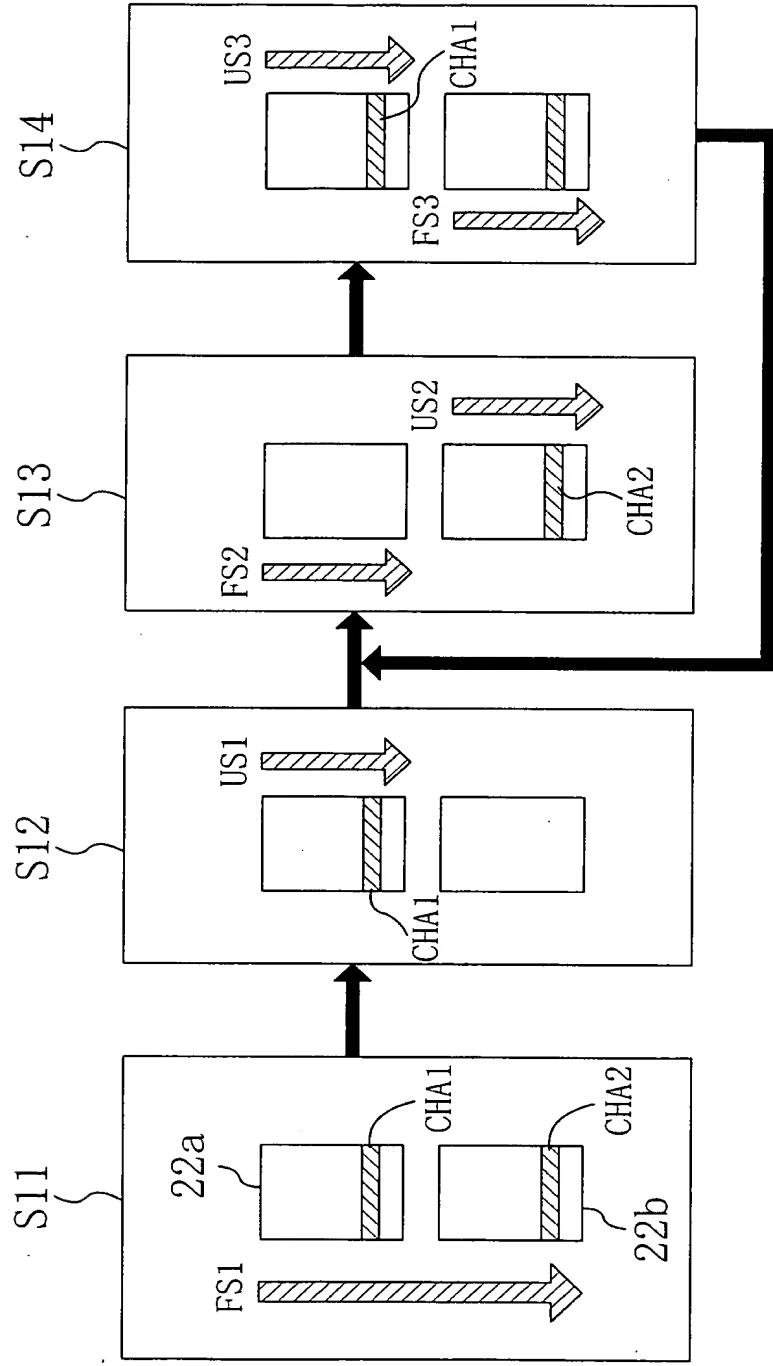


FIG. 7

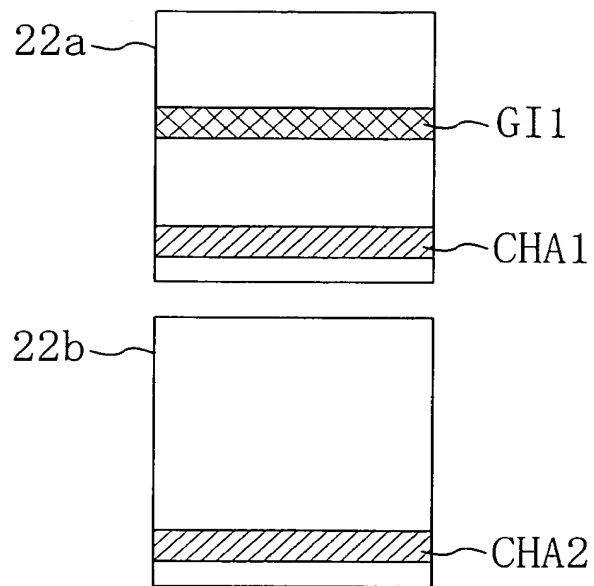
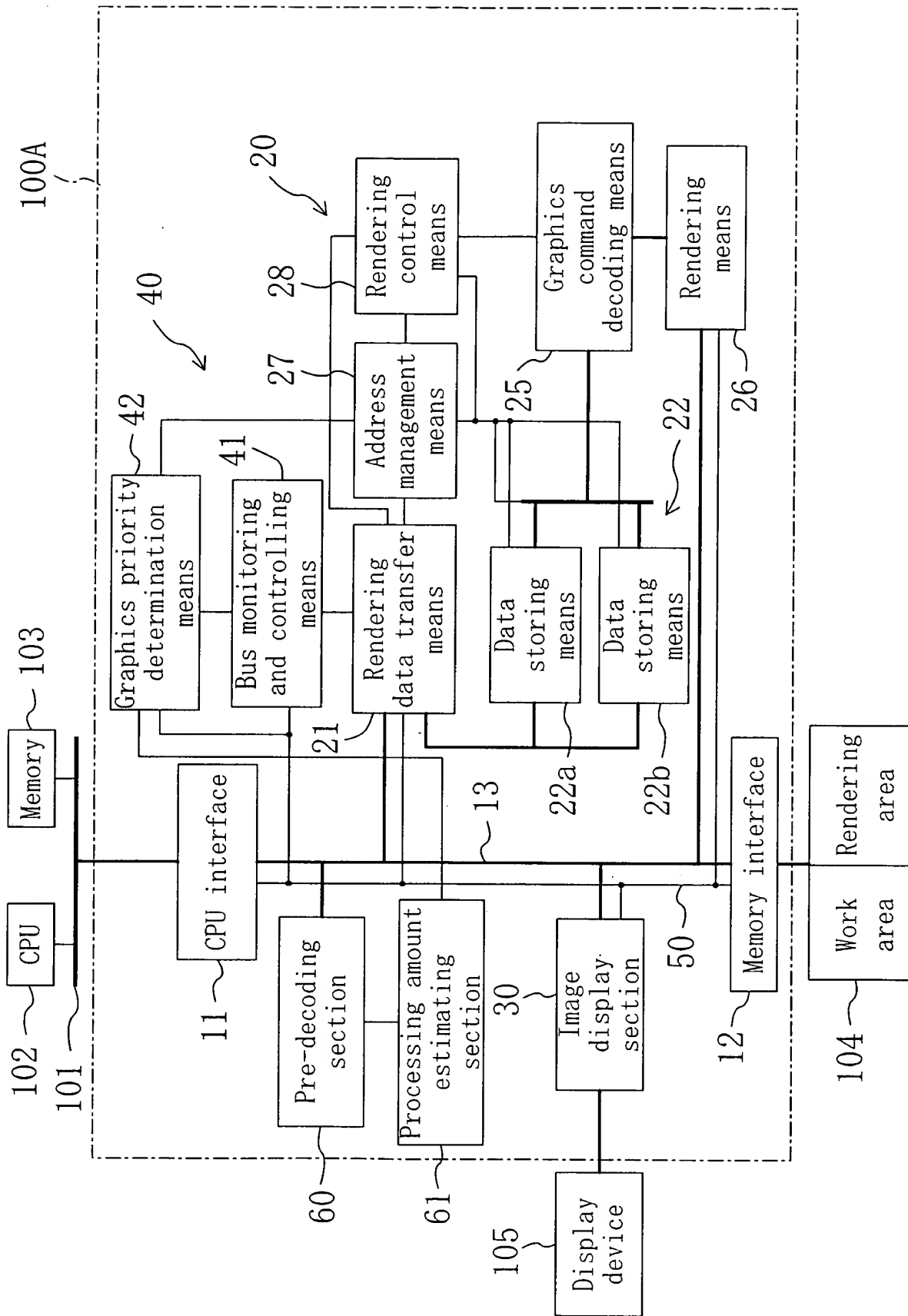


FIG. 8



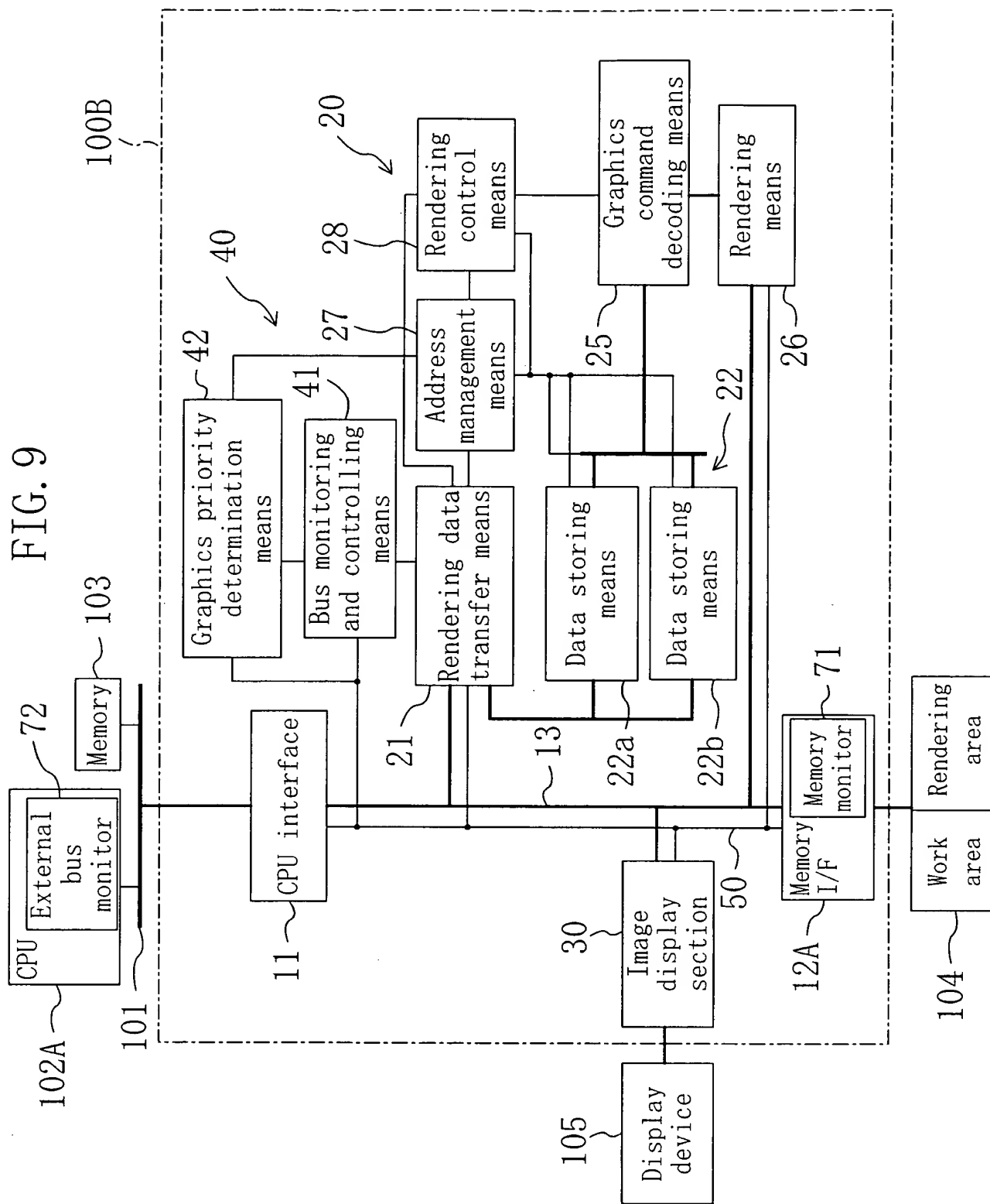
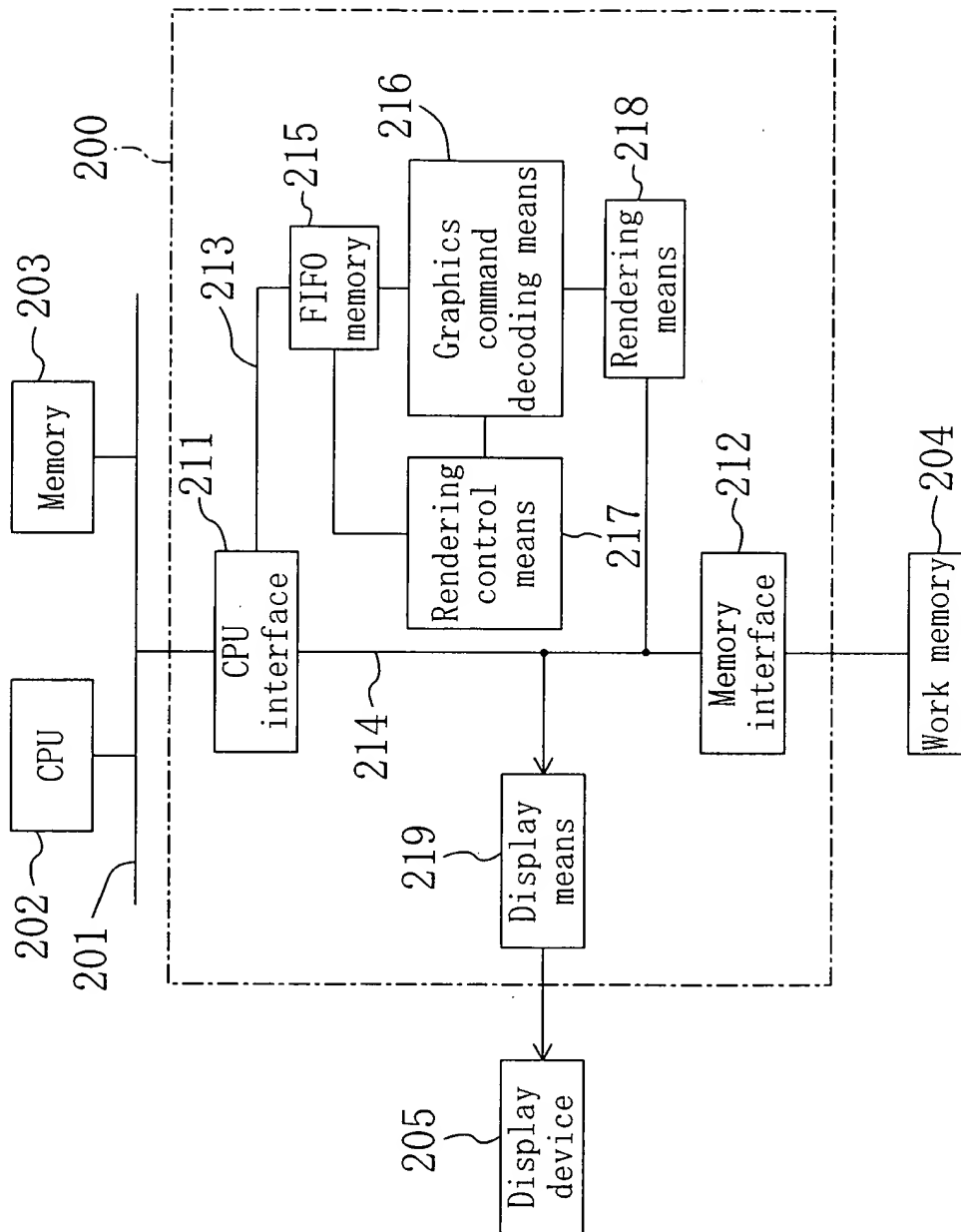


FIG. 10



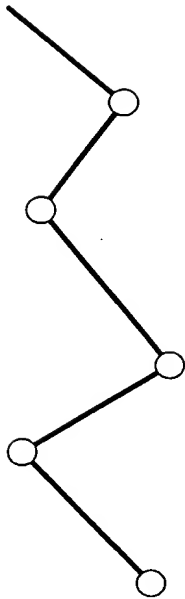


FIG. 11A

line	Number of elements	(X1, Y1)	(X2, Y2)				(Xn, Yn)
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FIG. 11B

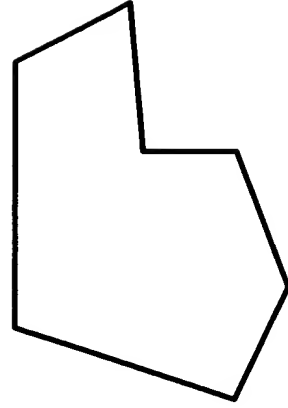


FIG. 12A

polygon	Number of elements	(X1, Y1)		(X2, Y2)		(Xn, Yn)	

FIG. 12B